Connor McNeill

Kenta Cole

Max Kerscher-Santelli

Stella Lee

"Plasma Attack" Accomplishments/Contributions

Connor

Starting in week 8, he created working code for the player object and enemy AI for the first three levels. Connor worked with Max to implement path-finding for the slower enemies, and successfully programmed enemy-to-ally conversion code. He developed player-to-enemy and enemy-to-player attacks to affect health, and updated functions checking for broad sweeps if players were nearby the enemy AI. In week 10, Connor updated algorithms and pieced together the transitions of the four level maps.

Kenta

Kenta designed and created spritesheets for the main characters directional movements and then created standard animations for the enemies and ally-converted enemies. He tested different ways to code right and left directional key presses. Kenta worked to constantly refine the player and enemy drawings for display in the game. In Weeks 9 and 10, Kenta did a lot of testing to report bugs in the collision detections.

Max

Max worked to make the collisions for walls and players work, and programmed with Connor to find an efficient path-finding algorithm for simple AI to follow the player. He also worked with Connor to implement health systems (i.e. health packs regenerating life, etc.). In Week 10, Max also implemented sound effects and music into the game.

Stella

Stella created tilesets, objects, cutscenes, and menus for the game. She also worked with Kenta to refine the styles of the spritesheets, and finalized code for the directional key press animations. She helped Connor to find bugs in the code for the player and map implementation. Additionally, she set up the team meetings and Git repositories for the game. In Week 10, Stella refined and implemented the four level maps and worked with Connor to make sure the game displayed in the desired direction.